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# FRONT MISSION 4

front mission force

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# CONTENTS

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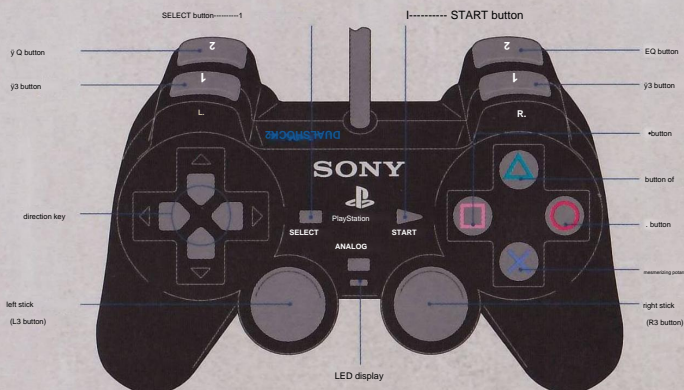
# Operation method **Analog controller (DUALSHOCK 2)**

• This software does not support the vibration function. •Always in analog mode (LED display: red). • Analog controller

Please note that operation with controllers other than (DUALSHOCK 2) is not guaranteed.

| | |
|---|---|
| . button | Decide on a command, advance the message or dialogue in the window. Press and hold to allow fast movement of units on the battle map. Missile fast forward in battle scene. |
| button of | HP on the battle map — ( Switching DON 'OFF. |
| ÿ button | Command cancel, return, fast free cursor movement. Battle scene skip. message skip. |
| group button | Weapon switching on the battle map. |
| START button | Display the system menu on the battle map. event skip. |
| SELECT button | Display a simple map on the battle map. |
| ÿ Switch attack targets on the "Tomakata Battle Map." | 戦 Switch characters in the setup and shop. |
| ÿ 3l button | Move the cursor to a friendly unit on the battle map. If it is a non-action unit, change the order of action. Switch characters in setups and shops. |
| ÿ L2 Katanokiri^^Zoom out the view point in map•. | 戦 |
| R2 ボタン | 戦闘 Zoom in on the up view. |
| L3 button | Toggles use/non-use when equipped with a jetpack. |
| R3 button | Each press on the battle map rotates the camera angle by 90 degrees. |
| left stick | Cursor movement. |
| right stick | Rotate your view on the battle map. |
| direction key | Cursor translation command selection. |

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After turning on the PlayStation 2 unit, set the "Front Mission 4 " disc correctly.
Then you will see the demo screen. You can skip the opening demo by pressing the START button.
increase . If you press the START button on the title screen that appears after the opening demo, the game menu will appear.
It shows.

| | |
|---|---|
| NEW GAME | Start the game from the beginning. |
| LOAD | You can download the game from the game data saved on the "PlayStation 2" dedicated memory card (8MB). start. |
| CONTINUE | If the memory card (8MB) dedicated to "PlayStation 2" has data saved in the middle of the battle map can be restarted. |
| 'SOUND | Audio can be set to stereo/monaural. |
| DEV-6 INFO | You can see new information. |

※Sÿ UND stereo/monaural switching can only be set at the start of a new game <

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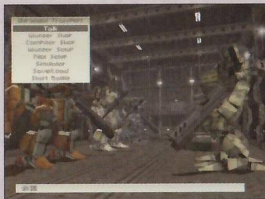
# game flow

In "Front Mission 4", the game progresses by repeating su-'-ri events and battles.

## [What you can do in the event scene

| | |
|---|---|
| , Conversation with characters | |
| 'A shop where you can buy parts and weapons | See page 30 |
| 'Computer where skills and abilities can be purchased ta shop | See P3ÿ |
| Vantour setup | See P22~ |
| Pilot own setup | See P28~ |
| ,A simulator that can simulate battles | See P31 |
| •Save/*code | See P32 |

event scene

shop

set up

world map

battle map

In addition, in "Front Mission 4 ", the EC series progresses with Elsa at the center and Daryl at the center.
The South American edition, where the story progresses, adopts a method that switches when several stages are cleared.

*There are events with audio in the event scene and those that progress only with text.
You can skip the event with the Kyoto START button.

## Arrangement of sortie units

When entering a battle, select a unit to sortie into that battle.
to place it.

The pre-selected mercenary unit will sortie only in the South America edition
'

* You can switch the unit placement point with the turn button.

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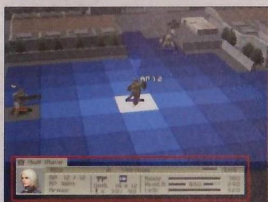
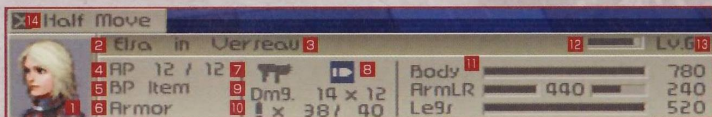
How to read the battle map

unit data window

1 pilot face 2 pilot — The face of the character on board is displayed.

name 3 aircraft — The name of the character on board.

name 4 — Vantour name.

action points Consume these points to act.

5 Backpack 6 — It will tell you what kind of backpack you have set up.

Armor 7 — defense attribute

Weapon — Weapon types are indicated by icons.

attribute — Weapon attributes are displayed as icons.

type 8 9 — Displayed as attack power x number of shots.

Damage — Current ammunition/capacity.

10 Bullets 11 Each — The current HP of each part is displayed as a bar and numerical value.

part HP 12 — Level up when the gauge is full.

Experience — Shows the current character level.

bar 13 Level 14 Status failure — Any status faults are displayed.

| About the AP system

ÿ What is AP = action point?

AP is a numerical representation of the actions that can be performed during a turn.

When each unit takes some kind of action, it must be paid>.

Specifically, when you move, you get 1 point for every 1 square ,

If so, attack by consuming AP for the points set for each weapon.

I will shoot you. In other words, if there is no AP , the unit will do nothing.

It means that you can't do it.

Also, AP recovers at the beginning of the player phase and is capped at

Different pilots, computer upgrades and

Can be increased by tuning up at a computer shop

You can also

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# Village on battle map

## move

The part displayed in blue around the selected unit is the unit that can be moved.

possible range. Move the cursor to the destination.

Please confirm with the button. Don't move

If not, move the cursor to the unit

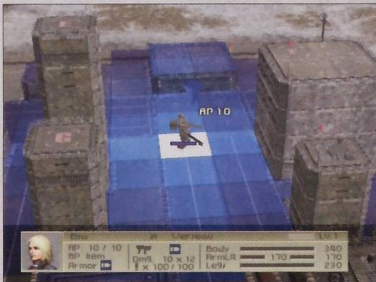
. Press the button to display the command menu will be

* The unit's order of action is automatically selected, but the nn button

You can move the cursor to other units by pressing

You can act from that unit. action ended

Vantours that have been purchased are marked with a ÿ icon.

## movement restrictions

The movement distance varies depending on the ability of the leg parts.

will be transformed. Steps that can be crossed by parts

There is a limit to the difference. Also have a jetpack

Depending on the performance of the jetpack when used,

movement power.

The steps that can be crossed increase

However, mobility may be reduced.

## AP consumption

Basically, every time you move 1 square, you will consume 1

AP . When using a jetpack, one square will consume AP according to the sexual growth of the jetknock.

increase.

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# command menu

On the unit's turn, after moving or after

on the spot. Press the button to bring up the command menu

It shows.

| | |
|---|---|
| 'Attack | Attacks enemy units within attack range. |
| : Items | use the item. |
| :Repairs ÿ | Recovers HP, repairs destroyed parts, and recovers from ST failures for allied units within effective range. |
| EMP | Performs an ST attack on enemy units within the status damage attack range. |
| "Sensors | You can guide missiles around yourself. |
| r............ Air Support | Units equipped with Comm Backpacks may call for air support. (Durandal unit only) |
| r Status | Displays detailed information about the pilot, Wanzer. |
| i End | End the action of the unit. |

* Depending on the setup situation, commands such as command skills may be displayed,

Next•ÿ•These commands are displayed by equipping a backpack.

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# attack

After deciding to move, or press the ÿ button on the spot to display the command menu. To attack, move

the cursor to the "AttackJ" command and press the @ button to confirm.

## attack range

If you select Attack J , the attack range of the currently selected weapon will be reduced to

Displayed in red.

## Weapon switching

When you press the button, the selectable weapons will be displayed in the window <

## Target selection

Directional key ÿ "Use the left stick or L1 button to move enemy units within attack range.

Move the cursor to the bok and confirm with the down button.

## If an enemy attacks

If an enemy unit launches an attack during the enemy phase,

motion appears in the window. Select the displayed action with the direction key,

Confirm with the O button.

## AP consumption

The AR consumed by an attack also depends on the type of weapon used to attack.'

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## item

If you have an item in your backpack

FltemsJ command in command menu

It shows . Adjacent to own aircraft and front, back, left and right

It can be used for units that Coma

A list of items available when you select an

list is displayed.

## repair

Units equipped with a Repairs Backpack will now have

the command RepairsJ in their command menu. HP

times of parts damaged by units

Restoring or repairing destroyed parts

You can command menu

If you select FR airs J , a green area will be displayed

centering on your unit. This model

Select a friendly unit within range that you want to repair.

If you choose

| | |
|---|---|
| Repair parts | HP recovery for parts |
| Rebirth Parts | repairing broken parts |
| Remove Status | status failure recovery |

You will see three commands:

By hovering over each command, you can check the AP consumption when executing it.

When you select with the @ button, a window will open where you can choose between HP recovery, parts to repair, and status failures to recover . If you can't find HP recovery , repair parts, or status ailments, HP recovery, repair

A window will open indicating that there are no parts available for processing or status failures to recover from.

ÿ About status failure recovery

• Attack Sys Down recovery also recovers MS Sys Down at the same time. • Movement Sys Down recovery also recovers Movement Sys Damaged at the same time. • System Down recovery is Attack Sys Down, MS Sys Down, Movement Sys Down, Movement Sys Damaged^ BP Sys Down is also restored at the same time. • Link Cut can only be recovered by Link Cut Recovery.

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# back back



## EMPs

ÿ EMP (=electromagnetic interference)

Units equipped with the EMP Backpack are powered

You can use

electromagnetic attacks. Status disorder Attackable range is red

An air display will appear, so select an enemy unit

within range. Cheat the equipped EMP bag

Types of status attacks available in packs

Types are displayed, so select and confirm.

### ÿAntilock

This is a feature that can only be set in Defense Support for Link Assistance. EMP with anti-lock function

Guided interception of missiles targeting friendly units in the vicinity of a unit equipped with a backpack

It is to do harm and never hit.

*The range of the anti-lock effect is within 4 squares of the unit equipped with the EMP backpack.

See page 16 for status failures.

The next icon is a Wanzer with a status disorder. Also, hover over the unit

You can check which status ailment you're suffering from by doing this.

## sensor

A unit equipped with a sensor backpack

If you are in an allied unit, how far away are you from

enemy units in the vicinity of that allied unit?

can also be attacked by units equipped with missiles.

You will be able to shoot.

There are two types of sensor functions as follows .

There are differences in the time of day and weather effects.

I have . It has both sonar and radar functions.

As for what you're doing, on the battle map

You can switch according to the situation.

| | |
|---|---|
| Radar | The position of the enemy unit is grasped from the radio wave information. |
| Sonar | Grasp the position of the enemy unit from the voice information. |

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# nok no waku

communication

Units equipped with comm backpacks

Air Support during action

You can make a request. (Durandal Division

squad only)

Select "Ai" SupportJ in the command menu

Then,

| air strike | national attack |
|---|---|
| You will see | Drop supply container |
| three commands | Defensive support |

for Supply Drop Armor Coating .

## - Supply Drop

Specify Supply Drop

Dropped a supply container on the spot

This is a request command for Dropped resupply code

The antenna will reduce ammunition by the set number of times.

We will replenish the warehouse. The method of supplying bullets depends on the number of bullets

Placed the reduced unit adjacent to the container

By ending the action in the state,

At the end of the player phase of the turn in question,

Ammo is recovering to MAX.

When you request a Supply Drop, you will receive a pre-set supplement for each map.

From among the places where the supply container can be dropped, place

You will have to specify the location.

Droppable squares of containers are colored blue.

It's happening. on the map with the button

Cursor directly to the set dropable square

can be moved.

The drop of the supply container will be

This is done after the player phase ends, and

While the antenna is on the map, the next resupply container

You cannot drop Tena.

The dropped container is the same as the friendly unit

It will be treated as a target for enemy units' attacks .

If it becomes ÿ, it will be destroyed and you will not be able to supply bullets.

Become.

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## —Air Strike One

When you call in Air Strike (bombing), a red area showing the bombing range

Boundaries are first displayed on the map.

It is possible to switch the bombing range with the turn button.

vinegar . If you specify the bombing position by moving it, the bombing point will be displayed on the screen.

An indicating mark is displayed and the action ends.

The requested bombing will be carried out after the end of the player phase of the next turn. Allies will also take damage if they are within the bombing range.

so be careful.

## —Armor Coating

Armor Coating gives units within a specified range one of the following defense attributes: Penetration, Impact, or Heat.

It additionally sets gender.

You can set up to two types of defense attributes set here, including those set in Setup .

If you request Armor Coating , the support range

A red range indicating is displayed on the map.

When you specify the support position by moving the support range, the support will appear on the screen.

A mark indicating the location is displayed and the action ends.

Defensive support is performed after the end of the requested player phase. If you enter the defense support range, the same defense attribute will be applied to the enemy unit.

It has a sexual effect, so be careful.

## Salvage _

If you equip a communication backpack with a salvage function and set it to attack or defense support, it will revive when the unit is destroyed. The number of units that can be revived in one stage according to the support content of the window during setup . You can check

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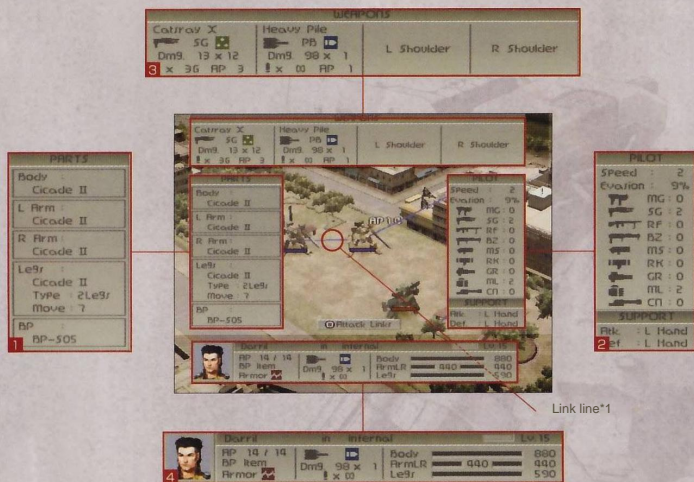
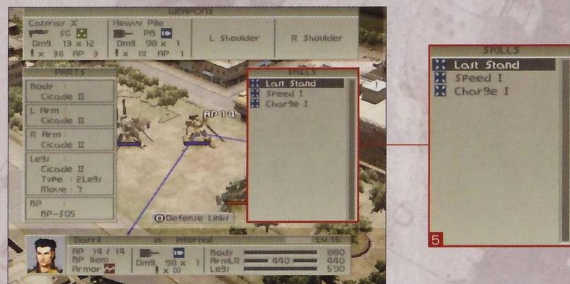
# How to read the status screen

You can check the details of pilots and Wanzers in Status in the command menu.

1Displays the setup status of the Vantour you are on board.

2 Shows the pilot's weapon proficiency and support behavior when

linking. 3 The equipped weapon is

displayed. 4 unit data window. (See P07)

*] Press the middle button on the status screen to switch between Attack Links / Defense Links.
I can.

Skills equipped by the country will be displayed. *. Press the button to show/hide the skill window.

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# status failure

## system down

In this state, even if it is the unit's turn to act, it cannot perform any actions, including movement and attacks.

plug. Also, if you are attacked by an enemy, you will not be able to counterattack.

## attack system down

In this state, attack commands cannot be executed regardless of the equipped weapon.

Also, if you are attacked by an enemy, you will not be able to counterattack.

## movement system damage

In this state, the number of squares that can be moved is halved.

Also, you will not be able to dodge during battle.

If the number of squares that can be moved is an odd number, it will be truncated. (5-2, 3-1)

However, if the leg parts are destroyed, it will remain in the state of being able to move 1 square.

## movement system down

In this state, you cannot move at all.

Also, you will not be able to dodge during battle.

## BP system down

In this state, all backpack functions will be disabled.

## Guidance system down

In this state, you can no longer attack with missiles. Attacks other than missiles are possible.

## link cut

In this state, the unit will not be able to receive support from linked allies.

Also, the unit will not be able to support allies.

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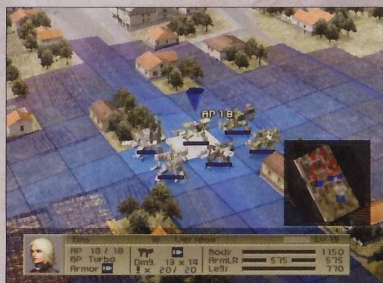
# system menu

Pressing the START button on the battle map will bring up the system menu.

| | |
|---|---|
| End Turn | End the player phase. |
| Quicksave | Save the current state. |
| Battle Windows | You can choose the size of the battle window from normal / 1 small / not displayed. |
| Objectives | View victory conditions, stage information. |
| Give Up | Give up the strategy and return to the title screen. |

# simple map

Press the SELECT button on the battle map to shrink
A small simple map is displayed.

Press the SELECT button again to expand
An enlarged simple map is displayed.

Game while displaying the reduced version of the simple map
can proceed.

- ally
- enemy
- Selected friendly unit
- Range I can see

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## View from both sides of the battle



How to read the battle map

attacker window

1 2 link unit window

3 skill

4 defender window

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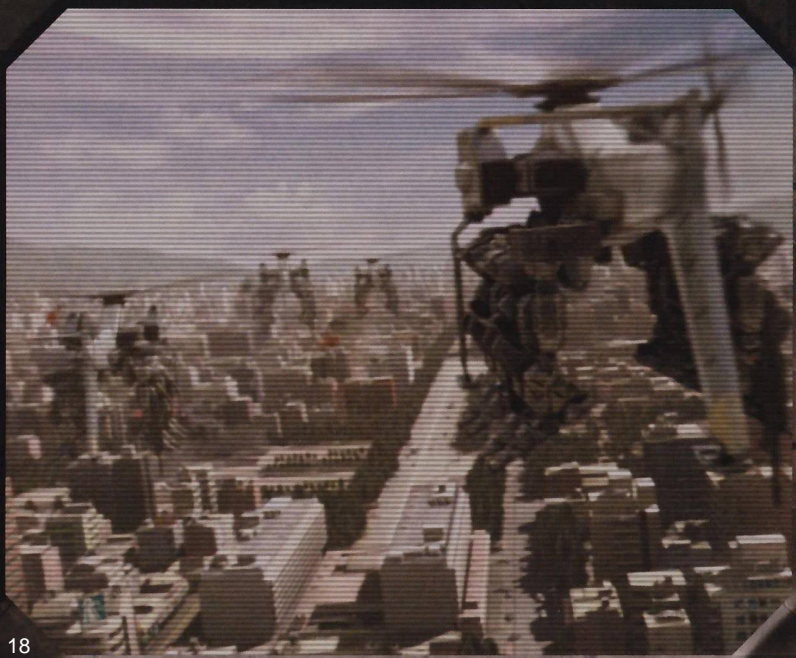


# Link

In "Front Mission 4", you attack with the pilot setup set link (P29)

Allies will support you in battle when you perform an action or when you are attacked. Battles from 1vs1 up to now , up to 4vs4 becomes possible, and more tactical battles are developed. is opened.

The blue letter is the hit rate of your unit,

The blue line is the link I put up

Red is the hit rate from the enemy unit.

The red line is the link that the enemy is stretching.

## link flow

レンゲスの攻撃

ダリルの攻撃

敵の反撃

チェイファーの攻撃

### AP consumption

Units participating in the link also consume AP according to their actions.

### order of attack

The order of attacks depends on the side that initiated the attack, the side that was attacked, the type of weapon used for the attack, pie ro

It is affected by the agility (speed) of the sword.

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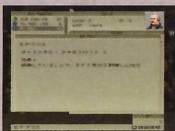
# skill

In this game, each character uses experience points (EP) obtained through battle to improve their skills.
get the (See page 29 for how to equip) Skills include battle skills that are activated with a probability during battle,
There are three types of skills : auto skills that are always effective just by wearing them, and command skills that are activated by executing commands
that are added during battle when equipped. There are types.

## Examples of battle skills

ÿ Terror Shot (Terror Shot I) Reduces the
evasion rate of attacked enemies by 1/2 during that battle.

## Autoskill example

ÿ EP Plus
By equipping it, EP acquisition will increase by 20%.

## Command skill example

ÿ Snipe
Shoot while crouching and aim at the specified parts.
After that, it will be in a "crouching" state until the next turn, and it will be impossible to counterattack or evade.
increase.

## chain of skills

During link battles, etc., there is a probability that the skills equipped by each character will be connected.
It may be chained and activated.
Each skill has its own chain probability. Chains have attack
damage bonuses, so if you chain
The more you fight, the more advantageous you will be in battle.

| | |
|---|---|
| 1st chain | 1.2 times |
| second chain | 1.5 times |
| 3rd chain and beyond\| | 2 times |

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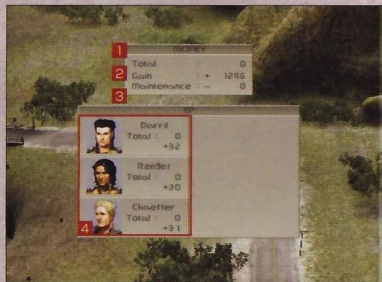
# stage clear

## stage clear

Loot and experience points at the end of a stage

The bill payment screen will be displayed.

| | |
|---|---|
| 1 Total | current money |
| 2 Gain | winning money |
| 3 Maintenance | Maintenance cost (cost of parts for destroyed unit) |
| 4 EPs | Experience points for each character |

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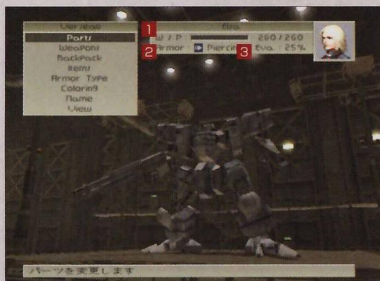
# Wanzer Setup (Vantour setup)

Change stocked parts and weapons, replenish backpacks with items, etc.

You can *Weapons and parts that exceed the maximum loading capacity cannot be equipped.

## Parts _

Set up the torso, left and right arms, and leg parts to come . Up and down direction keys set par

Select and confirm with the D button.

*Weapons are already embedded in the arm parts.

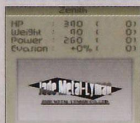
there is . If you press the button in that case, the embedded

You can see detailed information about the weapon you have.

1W/P Weight/output (maximum load capacity)

2 Armor defense attribute

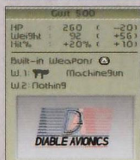
3 Eva. Evasion ability (set up body and The total number of leg parts is displayed. )

### body

HP hit points

WeightWeight _

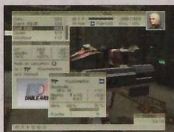
Power output

Evasion Evasion Ability

### arm

HP hit points

WeightWeight _

Hit% Accuracy

Built-in WeaponsBuilt-in Weapons

If you have a built-in weapon, Yubota

Press the button for detailed information about the weapon.

can see

### leg

HP hit points

WeightWeight _

Move move

Evasion Evasion Ability

Type leg type (climbable steps, entry possible depending on terrain Possible, affects movement costs. )

!

Accuracy-……arm accuracy + weapon accuracy

Evasion capability……total of body parts and leg parts

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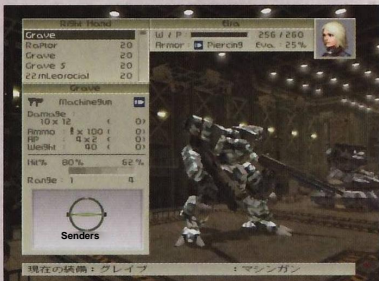
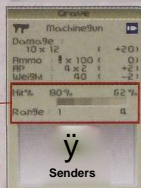
# Wanzef Setup

## Weapons (change weapons)

Set up weapons to be equipped on left and right hands, left and right shoulders

You can Weapon to set with direction key selection,. Please confirm with the button.

*In the case of arm parts with pre-embedded weapons, new weapons cannot be equipped.

## MG, SG, RF, BZ.ML

Weapon type attribute

Damage damage x number of shots fired

Ammo Maximum Ammo

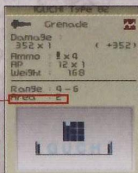
APs Consumption APx Number of Attacks

WeightWeight

Hit% Accuracy

Range range

The relationship between range and hit rate is displayed with a bar. The darker the color of the bar, the higher the hit rate.

## GR、RK

Weapon type attribute

Damage damage x number of shots fired

Ammo max ammo

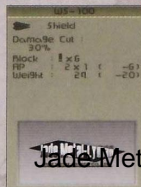
APs Consumed APx number of attacks

WeightWeight

Range range

Areaattack range

The area of the number of squares from the center becomes the attack range.

## shield

shield

Damage Cut damage reduction rate

BlockNumber of times you can block

AP consumption APX block count

WeightWeight

## MS

Weapon type attribute

Damage damage x number of shots fired

Ammo max ammo

APs Number of APX attacks consumed

WeightRange Shows the guidance performance of Homing missiles in 3 levels.

Homing performance that cannot avoid obstacles

GoodAvoid obstacles to some extent possible homing performance

Excellent target even in complicated places Homing with a high probability of reaching the target position

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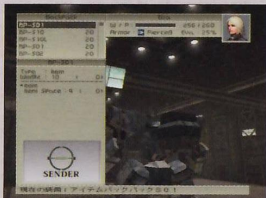
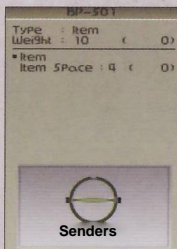
# Wanzer Setup

## Backpack (Equip backpack)

You can set up your backpack.

ÿTypes of backpacks

### item

You can store items.

WeightWeight _

Item Space Items can be stacked space

*Some items use multiple spaces per item .

### sensor

You can guide missiles around you.

Weight: weight

Enemy units from Sonar voice information know the position of

Range Normal Normal range of effect

Effect range in case of rain or snow

Enemy units from Radar radio wave information know the position of

Range Normal Normal range of effect

Night Range of effect at night

### turbo

You can increase the output. (Item storage is also possible)

WeightWeight _

Item Space Items can be stacked space

Power output

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# Wanzer Setup

RD7A-Soleil
Type : Radio
Weight : 160 ( +150)
* Air Strike 3 x 5
AP : 12
Damage : 1540
* Supply Drop x 3
AP : 4
Charge : 4
* Armor Coating 5 x 5
AP : 6
* Support : Salvage x 2

TAUREAU

communication Air support is available. (Durandal unit only)

WeightWeight _

Air Strike bombing

3X5 bombing range

APs Consumed AP

Damade damage

Supply Drop Supply

APs Consumed AP and the number of times you can do it

Charge number of shots

Armor Coating defense support request

5X5 area of effect

APs Consumed AP

x3 Requests per stage Support: Salvage !

(See P14 for salvage)

JP33-Drossel
Type : JetPack
Weight : 40 ( +30)
* Jet Move
AP : 2
Move : 7
Wait : 1

SCHNECKE

jet pack If you turn it on during battle, the step that can be crossed will increase.

WeightWeight _

AP consumptionAP

Move move square number

Wait Reuse after one use

Number of charge turns until use

EMP3C-Priere
Type : EMP
Weight : 120 ( +110)
Range : 1 – 4
* ST-Attack 70 %
☒ All Move ☒ Link
☒ BackPack ☒ Attack
AP : 4
Turn : 3
* Support : Antilock x 10

TAUREAU

EMPs Electromagnetic attacks that cause status effects.

WeightWeight _

Range range

ST-Attack 1% Occurrence of ST failure attack

probability

APs Consumed AP

Turn ST failure number of continuous turns

Support: Antilock

Number of times you can antilock in one stage

(See P12 for anti-lock)

RPx-Zahryah
Type : Repair
Weight : 144 ( +134)
Range : 1 – 3
* Repair 500
AP : 2
* Rebirth 250
AP : 3
* Remove
☒ All Move
☒ BackPack ☒ Missiles
AP : 3

ÿÿÿÿÿÿÿ

repair You can recover HP, repair parts, and recover status failures.

WeightWeight _

Range range

Repair recovery value

When repairing Rebirth damaged parts

recovery value of

Remove status failure recovery

(Refer to P16 for types of status abnormalities)

APs Consumed AP

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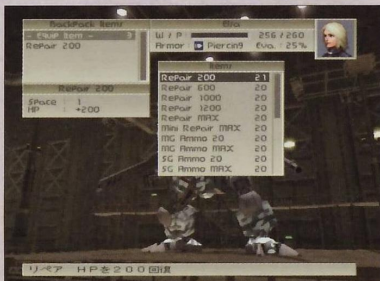
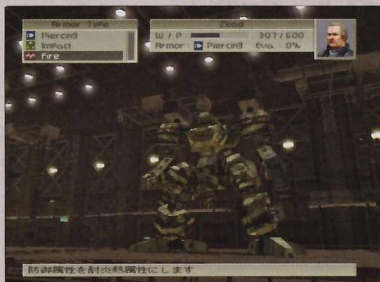
# Wanzer Setup

## Items _

Equipped items Items in the backpack

You can store your clothes. Backpack capacity

It cannot be stored beyond.

## Armor Type (change of defense attribute)

Defense attributes can be changed.

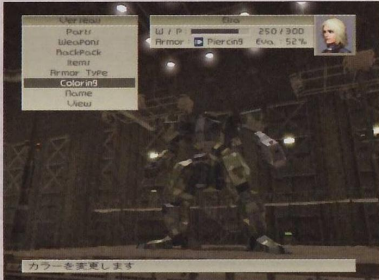
ÿ Types of Defense Attributes

| | |
|---|---|
| 'Piercing | penetrating attribute |
| ' Impact | |Shock resistance property |
| Fire | Flame and heat resistance properties |

* If you receive an attack with the same attribute as your defense attribute,

Damage is reduced.

Machine Translated by Google

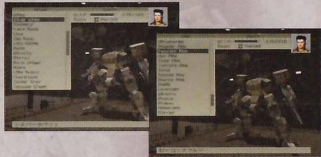
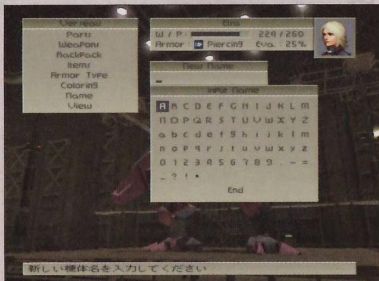
# Wanzer Setup

## Coloring _

Camouflage (camouflage color), Armor (armor) color) .Line (line color) pattern

Choose your favorite from

You can change your outfit.

*The camouflage color may increase by clearing the stage.

I have.

## Name (Change aircraft name)

You can name your new Vantour.

| ÿ Character name | ÿInitial aircraft name |
|---|---|
| Elsa | Verseau |
| : Geed | Squire |
| Honeys | Charon |
| Latona | Koroleva |
| r" Darryl | Infernal |
| Lenges | Mundane |
| Chafer | Celestial |
| Lewis | Tierra |
| Ines | Guaria |

## View (Confirmation of aircraft)

Checking the panoramic view of the set-up Wanzer can.

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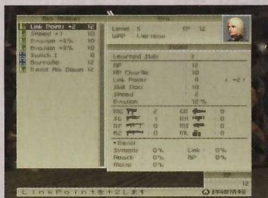
# Pilot Setup (Pilot setup)

In "Front Mission 4", using experience points (EP) that each character obtains through battle,
By acquiring abilities and skills, you will increase your pilot's abilities.

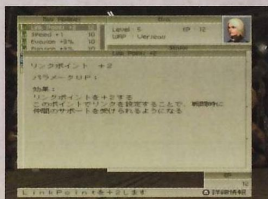
## Get Abilities

Grow your pilot.

| | |
|---|---|
| Buy Abilities | Use EP to acquire abilities. vinegar. Abilities include the pilot's UP parameters , weapon proficiency There are 3 types: UP and Skill. |
| Upgrade | Use your EP for your own computer Added tar obtainable abilities for additional registration. |

| | |
|---|---|
| Learned Skills | Number of skills learned |
| APs | Maximum AP |
| AP Charge | Amount of AP recovered each turn |
| Link Points | Points to use when setting links |
| Skill Slots | Number of slots to equip skills |
| Speed | speed parameter |
| Evasion | avoidance parameter |

Proficiency - Proficiency can be increased up to 3 stages, and when using that weapon type
Increases attack power.

| | |
|---|---|
| MG machine gun | GR Grenade |
| SG Shotgun | RK Rocket |
| RF life | MS missile |
| BZ Bazooka | ML Fighting |

| | |
|---|---|
| Resist | EMP Backpack] resistance value of status damage attack *Resist can be increased to ÿ%, 50%, 100%, 100% makes it immune. |

*If you press the button while hovering over the ability, the detail screen of the ability will be displayed.

**!**

About Speed -------- A pilot's speed parameter affects the order of action in combat.

About Evasion -------- No matter how high the pilot's evasion parameter is, if the evasion rate of the machine on board is ÿ Numeric values are invalidated.

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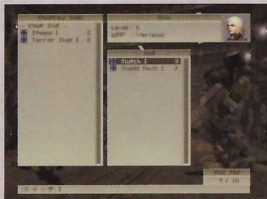
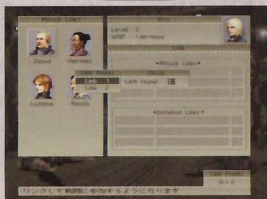
# Pilot Setup

## Set Skills

If you select Equip Skills in the skill slot ,
The window of the skill list possessed by the pilot is
It shows. Each
skill has a required number of slots. The pilot's Skill Slots
range
Please set within the range.

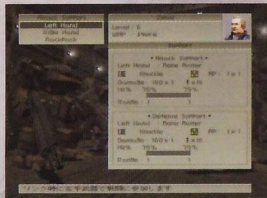
## Set Links

Settings for support from allies during battle can be found in Pilot Setup .
Do this with Set Links.

There are two types of Set Links: Attack Links and Defense Links
there is.

| | |
|---|---|
| Attack Links | Settings for having fellow units support when attacking enemy units. |
| Defense Links | Supports fellow units when attacked by enemy units Settings to have you do it. |

For Set Links, the content of support varies depending on the consumption of points.
There is no way.

| | |
|---|---|
| Link: l | You will be able to link and participate in battle. |
| Link: 2 | Skills may activate when linked. |

## Set Support Actions (Sets the character's actions when linking)

When a link is set up by another fellow pilot,
You can set what kind of support the pilot will give.
increase. Support includes Attack Support and Defense Support, each of
which can be set individually.

| | |
|---|---|
| Attack Support | Behavior when an attack link is set. |
| Defense Support | Behavior when a defense link is set. |
| left hand | Participate in battle with the weapon equipped in your left hand. |
| right hand | Participate in battle with the weapon equipped in your right hand. |

Backpack You can set the following two types of settings on the backpack.

Antilock With antilock function -It is to prevent the guidance of missiles that target (antilock) friendly units around the unit equipped with the EMP backpack and never hit them. (Defense support only)

Salvage Equipped with a communication backpack with a salvage function, and if you set this as defense or attack support , it is a function to revive when the unit is destroyed.

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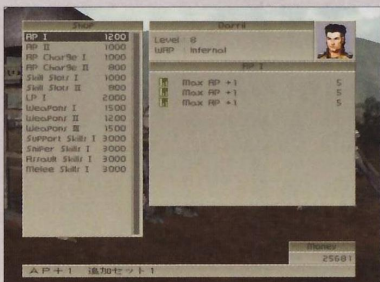
# Wanzer Shop

Wanzer parts, weapons, items, etc.

can be bought and sold.

# Computer Shop

Acquired by each character

Abilities and skills are different.

Abilities that can not be obtained with Upgrade

You can buy skills with money.

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# Simulator _

## Battle

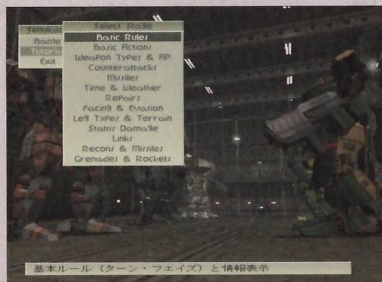
Enemies and allies on the maps you have cleared so far

By simulating a battle with a different arrangement of

to come.

You can also get experience points and money here.

increase.

## Tutorial

Tutorials on combat, setup, etc.

you can see the le.

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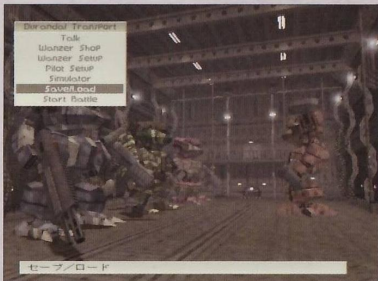
# Save/ Load

FRONT MISSION 4

In "Front Mission 4", save on the event screen such as the town or base or the intermission screen There are two ways to save: a method and saving during battle.

## save to save file

You can open the menu on event screens such as towns and bases.
Save menu of Save/Load from the window
Select New and save the game data
increase.

* To save game data, the "PlayStation 2" dedicated memory card (8MB) must have at least 36KB of free space. Is required.

ÿ one more "Play Station 2" dedicated memory card
Save up to 30 game data per (8MB)
You can

## save to intermediate file

During battle, press the START button to open the system window and select Quicksave . Save interim data.

* Intermediate data for this game requires at least 343 KB of free space on a "PlayStation 2" dedicated memory card (8MB). is.

* Only one intermediate data can be saved per "PlayStation 2" special memory card (8MB). plug.

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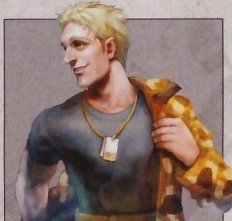
# Character introduction

**DarrilDaryl** /32 years old

USN, 332nd Mobile Squadron 5th Squadron Commander. class is a sergeant. Originally from the western United States. once beaten He was an excellent officer who rose through the ranks, but he lacked a sense of justice. Conflicts with superior officers due to actions taken from And the result. Perhaps for this reason, today, the military organization has come to be seen with a slanted stance, and has become a cynic. He has a bright and easy-going personality, but deep down he wants to be able to capture something.

## Renges / 35 years old

USN Corporal. Although he is Daryl's subordinate, they have a trusting relationship that can be called a close friend. Although he has a cheerful personality, he is probably a sarcastic person, Maintain a certain distance from other people U type. You are usually calm, Because I don't show my emotions very much, my emotions There is a large gap between the time when it is held up.

## Chaeffer / 24 years old

U.S.N. Army Private First Class. The youngest among my peers Partly because of that, he is like a younger brother. He is rude, inattentive, and always clumsy. He gives off the impression that he's easy-going and easy-going, but he's very kind to others, and he's the type that can't leave people in trouble alone.

## Luis Lewis / 20 years old

Young leader of Just Venezuela. justice With a personality like a mass of feeling, he is dishonest I can never forgive people who do stomach. Also, persecution by such people I devote myself entirely to helping those who need help. have the integrity to bet on However, because he is too sincere, he can also get ahead of the curve.

## Ines Ines / 20 years old

A member of Just Venezuela and Luis' lover. Like Lewis, he has a sense of justice and sincerity, but compared to Lewis, he has a flexible way of thinking depending on the time. do.

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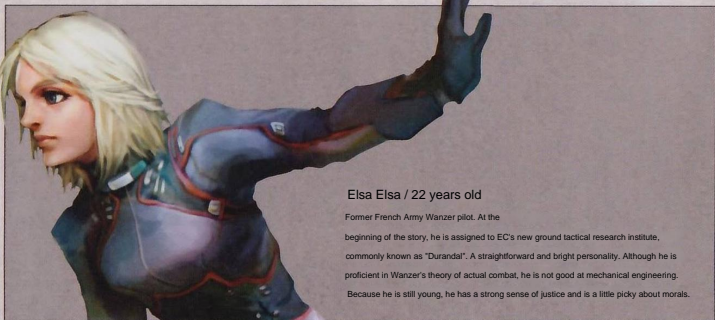
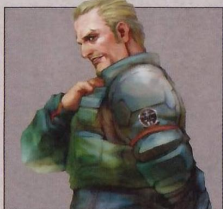
# Character introduction



## Elsa Elsa / 22 years old

Former French Army Wanzer pilot. At the beginning of the story, he is assigned to EC's new ground tactical research institute, commonly known as "Durandal". A straightforward and bright personality. Although he is proficient in Wanzer's theory of actual combat, he is not good at mechanical engineering. Because he is still young, he has a strong sense of justice and is a little picky about morals.

## Zead / 45 years old

A former British officer who plays the role of the leader of "Durandal". As a former soldier, he is polite and strict with himself. However, he does not force others to do so, and has the capacity to accept other people's individuality. For her subordinates, including Elsa, she can rely on them.

A leader and a kind father

It has become a parental existence.

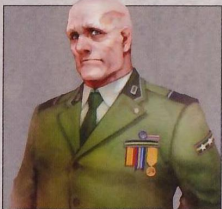
## HermesHammies/20 years old

Although he has no military experience, he is a genius when it comes to computers and is in charge of information analysis for "Durandal". Always positive and cheerful. However, if you do not agree with others, you will immediately lose your power. There is something about him that is more childish than his age.

## LatonaLatona/28 years old

Former Wanzer pilot of the Zaftra army. He has high combat ability as a pilot. The type of person who dislikes being looked down upon by others His behavior and tone are due to his long service in the military. is masculine and poor at expressing joy. I am strict with myself and others.

## Wagner Wagner/28 years old

German Special Forces Braunebel Captain. Always calm and collected With a cold tone do not have.

## Glaeser/50 years old

German Brigadier General. Combat from a private soldier He climbed up to brigadier general soldier. Always sullen to anyone approach with attitude. He often yells at his subordinates and is feared.

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## How to store and remove discs

try to force the disc

Then, the disk will explode, and the intestines will become samurai.

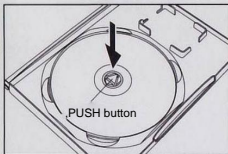
Or you may get injured by pinching the dragon.

Please note that there are 5107

Also, make sure the disc is loaded correctly.

Otherwise, the disc may be damaged or

Please note that it will be the underlying cause of sticking

please give me.

When the PUSH button is pressed, the disc

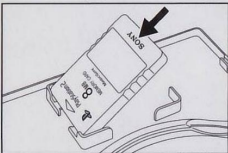
rise. A string with a disc

Please put on clothes after becoming a state.

When you !! drive the disc, disc S*
7 Shin U *5* f 11/6
just outside the center hole of the;

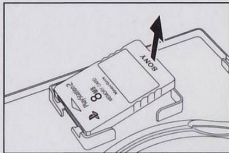
Let it soak until you hear a sound.

Shi!

## How to store/remove memory card

1. The carving of the ÿ mark on the memory card
A face with ft A 8*6 (£"1")
a ``n-lae", facing up, with the terminal side on the left

Be totally poisonous to the hooks of the

2. Insert the right side of the memory card

please

3. Memory card

Please raise grandchildren from the young category.

I'm sorry Chin and Ui

## Precautions for use

"tei [u] Sen U

•This disc contains software for home computer entertainment system A " PlayStation 2 " . i;
*t* e

It's u . If you use it with other models, it may cause damage to the device or adversely affect your ears, eyes, and other parts of your body. absolutely

Please stop ÿ • This disc is 1 ntsc | j | FOR SAL "Play Station 2"

I will have 2 seedlings in the middle of the day. • SOFTWARE 'EXPOLOGATION' AND "Play Station 2" Mashu's "Instruction Manual" Frequently read "For All"

Please lie down in a painful man's glory. • When you dot this disc on the "Play Station 2" main unit, be sure to put it on the level side.

Please put it on the disc tray so that you can eat (the part where the title etc. is visited). Do not store in a • Places exposed to direct sunlight or near heaters
Z does not turn on U"n L-a USB » "Yomen T >'.

place with high temperature such as near a place with high humidity.Avoid places with high humidity. • Do not touch both sides of disk

please do so. • Do not stick paper or tape to the disc. • Do not scratch the disc with a pen or the like.
Le 6 *i* *i htz* sense•ÿ•teika Kenin

• Dirt on the disc from fingerprints and dust can cause image distortion and poor sound quality. Keep it clean.

• For daily care, use a soft cloth to wipe the disc radially from the core to the outer periphery. • Benzine and

Please do not use record cleaners, electrostatic cleaners, etc., as they may damage the disc. How? A badly deformed disc, or a disc that has been repaired with • Hibitsureya
adhesive, etc., may cause Ko-bi 2 1IZ: Ikosho 3 Kenin *IT* Z ;

malfunction or damage to the main unit. Never use it as it will cause

please do not . • When removing the disc from the case, press the PUSH button on the case so that there is a disc in it.

Please attack me. If you try to force it out of the way, the disc may crack or you may get injured by pinching your fin.

• After watching the game, put the disc in its case and keep it out of ***reach*** of children. It may cause warping or scratches.
Z; |»7 Shin- Z: I ! ' et al] .! stomach

• Deliberately insert a piece of material such as a dent into the center hole of this disc

please do not . You may not be able to pull it out or your body may be full. • Never give up on this disc. human body

There is a kura that wears that fortune. • Scratches and damages caused by improper handling of clothes by Ookan

Therefore, please contact us in advance. • Using the "Play Station 2" main unit as a projection TV (screen) other than a liquid crystal system

Don't do this. Remnants (waiting to see the screen) may suddenly appear. Especially when displaying still images

When you're doing it, it's easy to get stuck in your mirror plan. • Depending on the software, " "PlayStation 2" dedicated memory card (8MB)",

You may want "PlayStation BB Unit", "PocketStation", etc. Please check the details in the "Explanation Manual" of the software.

• When inserting the memory card into the case, place the memory card so that the engraved side of the memory card with the ÿ mark is facing up and the terminal side of the memory card is placed in the case. top of base

Gently insert it into the hook on the left end of the MEMORYCARDHOLDER and drop the Wakagami.

Also, if there is blood coming out of the case, please remove it from the memory card case. If you pull the terminal side forcibly,
UtA. St corpse. , Ha,

Never do this as it may damage the memory card.

health care

## Health precautions

Health Precautions • Since the player who plays is Higo, please take a break of about 150,000 yen every hour. • Analog controller
Shini ***3kka air*** u ffA.nA.-r < . »f t ÿ?< ^a . e. «i2Py

Do not use vibration functions such as (DUALSHOCK 2) to play continuously for a long time. After about 30 minutes, I will take a break.

please give me. •Please refrain from playing if you are tired or sleep deprived. • When playing, keep the room bright and stay away from the TV screen as much as possible.

please give me. On rare occasions, watching a television screen that flickers or blinks repeatedly may cause temporary convulsions or extreme symptoms.
Some people have symptoms such HI'WA. ff ft C « A. ff«6 "I•Shit iISA. .S*5 ***if t > h.***

as loss of people. If you have such experience, please consult with your doctor beforehand. looking at the play city screen
Li dUx d UH Hirura ff A. ***<T>*** AS* 1: Lx d ff A. Ra Ushi Ishi Shin•ÿ

If you experience any of these symptoms, dizziness, nausea, fatigue, motion sickness-like symptoms, etc., stop playing immediately. and see a doctor
"Instruction Manual" and "Health Precautions" and the "PlayStation 2" main unit. • Please carefully read and correct the ***1***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• Even in i-mode! Front Mission

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ÿÿÿ(ÿMenu)ÿ(Times menu list)H ringtone/karaoke ~)ÿpicture game )ÿ スクエニ メロディ

待受画 ÿ31.ÿ[oMenu] ÿÿMenu List)ÿ(Standby Screen/Chang App Standby/Frame)ÿCharacter)ÿ ギャラリー

ÿÿÿÿ(BMenu)ÿ[Times menu list]ÿ (_game)ÿPicture game 2 ~)ÿ(Times game synthesis)ÿ スクウェア・エニックス

# EZweb! Front Mission

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待 D "Am top menu t Kanon Get image 1 > 1 stand-by!® ▶ _images/characters]ÿ [_tv game)ÿ スクエニ ギャラリー


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*Call charges are the responsibility of the customer Reception hours: Mon-Fri 11:00-19:00 (excluding public holidays and our designated holidays)


•We do not answer questions about game strategies or data. In addition, inquiries other than strategy Please note that we may not be able to answer depending on the content of your question.

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